

61. An electronic gaming unit for allowing a user to play a video gaming game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gaming unit comprising:

a display unit that is capable of generating color images;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a user input device comprising a virtual object, said virtual object being shaped like an object; and

a controller operatively coupled to the display unit, the currency-accepting mechanism and the virtual object, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo and video keno,

at least one of the images comprising an image of at least three playing cards if the video game is video poker;

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video game is video blackjack;

at least one of the images comprising an image of a bingo grid if the

video game is bingo; and

at least one of the images comprising an image of a keno grid if the video game is keno;

the controller being programmed to cause one of the said images to be modified in response to the user pointing the virtual object at a portion of the display device; and

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video game represented by the sequence of images and to determine a currency payout associated with the outcome of the video game.

62. The electronic gaming unit of claim 61, wherein the display unit comprises a touch sensitive video display screen and wherein the user input device comprises part of the touch sensitive video display screen.

63. The electronic gaming unit of claim 61, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

64. The electronic gaming unit of claim 61, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

65. The electronic gaming unit of claim 61, further comprising a scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video game to be dispensed.

66. The electronic gaming unit of claim 61, further comprising a sound generating circuit operatively coupled to the controller, the sound generating circuit being capable of

generating sound signals representing sounds related to the video game; and

at least one audio speaker positioned to cause sound to be emitted in response to receiving sound signals from the sound generating circuit.

67. The electronic gaming unit of claim 61, wherein the controller is programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device.

68. The electronic gaming unit of claim 61, wherein the virtual object is a virtual magic wand shaped like a magic wand.

69. The electronic gaming unit of claim 61, wherein the virtual object is a virtual remote control shaped like a remote control.

70. The electronic gaming unit of claim 61, wherein the virtual object is a virtual pointing helmet shaped like a pointing helmet.

71. The electronic gaming unit of claim 61, wherein the virtual object is a set of virtual pointing goggles shaped like a set of pointing goggles.

72. The electronic gaming unit of claim 61, wherein the virtual object is a virtual pointing glove shaped like a pointing glove.

73. The electronic gaming unit of claim 61, wherein the virtual object is a virtual gun shaped like a firearm and having a portion shaped like a trigger.

74. The electronic gaming unit of claim 73, additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a bullet hole to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

75. The electronic gaming unit of claim 73, additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a flying bullet to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

76. The electronic gaming unit of claim 73, wherein the controller is programmed to cause a selectable item to be selected in response to a user pointing the virtual gun at the selectable item and pulling the trigger.

Sub B27 77. An electronic gaming unit for allowing a user to play a video gambling game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gaming unit comprising:

- a display unit that is capable of generating color images;
- a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;
- a user input device comprising a virtual object, said virtual object being shaped like an object; and
- a controller operatively coupled to the display unit, the currency-accepting mechanism and the virtual object, the controller comprising a processor and a memory operatively coupled to the processor,

- the controller being programmed to allow the user to make a wager after the currency-accepting mechanism detects deposit of currency by the user;
- the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo

and video keno,

at least one of the images comprising an image of at least three playing cards if the video game is video poker;

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video game is video blackjack;

at least one of the images comprising an image of a bingo grid if the video game is bingo; and

at least one of the images comprising an image of a keno grid if the video game is keno;

the controller being programmed to cause one of the said images to be modified in response to the user pointing the virtual object at a portion of the display device;

the controller being programmed to cause a selectable item to be selected in response to a user pointing the virtual object at the selectable item and selecting the item; and

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video game represented by the sequence of images and to determine a currency payout associated with the outcome of the video game.

78. The electronic gaming unit of claim 77, wherein the controller is programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device.

79. The electronic gaming unit of claim 77, wherein the display unit comprises a touch sensitive video display screen and wherein the input device comprises part of the touch sensitive video display screen.

80. The electronic gaming unit of claim 77, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

81. The electronic gaming unit of claim 77, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

82. The electronic gaming unit of claim 77, further comprising a scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video game to be dispensed.

83. The electronic gaming unit of claim 77, further comprising a sound generating circuit operatively coupled to the controller, the sound-generating circuit being capable of generating sound signals representing sounds related to the video game; and
at least one audio speaker positioned to cause sound to be emitted in response to receiving sound signals from the sound generating circuit.

84. The electronic gaming unit of claim 77, wherein the virtual object is a virtual magic wand shaped like a magic wand.

85. The electronic gaming unit of claim 77, wherein the virtual object is a virtual remote control shaped like a remote control.

86. The electronic gaming unit of claim 77, wherein the virtual object is a virtual pointing helmet shaped like a pointing helmet.

87. The electronic gaming unit of claim 77, wherein the virtual object is a set of virtual goggles shaped like a set of goggles.

88. The electronic gaming unit of claim 77, wherein the virtual object is a virtual pointing glove shaped like a pointing glove.

89. The electronic gaming unit of claim 77, wherein the virtual object is a virtual gun shaped like a firearm and having a portion shaped like a trigger.

90. The electronic gaming unit of claim 89, additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a bullet hole to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

91. The electronic gaming unit of claim 89, additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a flying bullet to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

Sub B 37 92. An electronic gaming unit for allowing a user to play a video game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gaming unit comprising:

a display unit that is capable of generating color images;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a user input device comprising a virtual object, said virtual object being shaped like an object; and

a controller operatively coupled to the display unit, the currency-accepting mechanism and the virtual object, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager via the input

device after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo and video keno;

at least one of the images comprising an image of at least three playing cards if the video game is video poker;

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video game is video blackjack;

at least one of the images comprising an image of a bingo grid if the video game is bingo; and

at least one of the images comprising an image of a keno grid if the video game is keno;

the controller being programmed to cause one of the said images to be modified in response to the user pointing the virtual object at a portion of the display device;

the controller being programmed to cause a selectable item to be selected in response to a user pointing the virtual object at the selectable item and selecting the object;

the controller being programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device; and

the controller being programmed to determine, after the sequence of images

has been displayed, an outcome of the video game represented by the sequence of images and to determine a currency payout associated with the outcome of the video game.

93. The electronic gaming unit of claim 92, wherein the display unit comprises a touch sensitive video display screen and wherein the input device comprises part of the touch sensitive video display screen.

94. The electronic gaming unit of claim 92, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

95. The electronic gaming unit of claim 92, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

96. The electronic gaming unit of claim 92, further comprising a scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video game to be dispensed.

97. The electronic gaming unit of claim 92; further comprising a sound generating circuit operatively coupled to the controller, the sound generating circuit being capable of generating sound signals representing sounds related to the video game; and

at least one audio speaker positioned to cause sound to be emitted in response to receiving sound signals from the sound generating circuit.

98. The electronic gaming unit of claim 92, wherein the virtual object is a virtual magic wand shaped like a magic wand.

99. The electronic gaming unit of claim 92, wherein the virtual object is a virtual remote control shaped like a remote control.

100. The electronic gaming unit of claim 92, wherein the virtual object is a virtual pointing helmet shaped like a pointing helmet.

101. The electronic gaming unit of claim 92, wherein the virtual object is a set of virtual goggles shaped like a set of goggles.

102. The electronic gaming unit of claim 92, wherein the virtual object is a virtual pointing glove shaped like a pointing glove.

103. The electronic gaming unit of claim 92, wherein the virtual object is a virtual gun shaped like a firearm and having a portion shaped like a trigger.

104. The electronic gaming unit of claim 103, additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a bullet hole to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one images.

105. The electronic gaming unit of claim 103, additionally comprising a selection switch operatively coupled to the trigger, wherein the controller is programmed to cause an image of a flying bullet to be displayed on a portion of one of the images in response to the user pulling the trigger while the virtual gun is pointed at the portion of the one image.

Sub B4 106. An electronic gaming unit for allowing a user to play a video game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo and video keno, the electronic gaming unit comprising:

a display unit that is capable of generating color images;

a currency-accepting mechanism that is capable of allowing the user to deposit a medium of currency;

a user input device comprising a virtual object, said virtual object being shaped like an object; and

a controller operatively coupled to the display unit, the currency-accepting mechanism and the virtual object, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow the user to make a wager via the input device after the currency-accepting mechanism detects deposit of currency by the user;

the controller being programmed to cause a sequence of video images to be generated on the display unit after the currency-accepting mechanism detects deposit of currency by the user, the sequence of video images representing a video gambling game selected from the group of video games consisting of video poker, video slots, video blackjack, video bingo and video keno,

at least one of the images comprising an image of at least three playing cards if the video game is video poker;

at least one of the images comprising an image of a plurality of simulated slot machine reels if the video game is video slots;

at least one of the images comprising an image of a plurality of playing cards if the video game is video blackjack;

at least one of the images comprising an image of a bingo grid if the video game is bingo; and

at least one of the images comprising an image of a keno grid if the video game is keno;

the controller being programmed to cause one of the said images to be

modified in response to the user pointing the virtual object at a portion of the display device;

the controller being programmed to cause a selectable item to be selectable in response to a user pointing the virtual object at the selectable item and selecting the item;

the controller being programmed to cause a set of cross-hairs to be displayed on one of the images in response to the user pointing the virtual object at a portion of the display device;

the controller being programmed to determine, after the sequence of images has been displayed, an outcome of the video game represented by the sequence of images and to determine a currency payout associated with the outcome of the video game; and

a selection switch operatively coupled to the virtual object, wherein the controller is programmed to cause a virtual indicator to be displayed on a portion of one of the images in response to the user selecting the selectable item while the virtual object is pointed at the portion of the one image.

107. The electronic gaming unit of claim 106, wherein the currency accepting mechanism comprises a bill reader that is capable of reading a plurality of different denominations of paper money.

108. The electronic gaming unit of claim 106, wherein the currency accepting mechanism comprises an electronic reader that is capable of reading an item having data stored thereon.

109. The electronic gaming unit of claim 106, further comprising a scent dispenser that is operatively coupled to the controller, the scent dispenser causing a scent related to the video game to be dispensed.

110. The electronic gaming unit of claim 106, further comprising a sound generating circuit operatively coupled to the controller, the sound generating circuit being

capable of generating sound signals representing sounds related to the video game; and
at least one audio speaker positioned to cause sound to be emitted in response to
receiving sound signals from the sound generating circuit.

ط ٥٧ 111. The electronic gaming unit of claim 106, wherein the virtual object is a virtual
magic wand shaped like a magic wand.

112. The electronic gaming unit of claim 106, wherein the virtual object is a virtual
remote control shaped like a remote control.

113. The electronic gaming unit of claim 106, wherein the virtual object is a virtual
pointing helmet shaped like a pointing helmet.

114. The electronic gaming unit of claim 106, wherein the virtual object is a set of
virtual goggles shaped like a set of goggles.

115. The electronic gaming unit of claim 106, wherein the virtual object is a virtual
pointing glove shaped like a pointing glove.

116. The electronic gaming unit of claim 106, wherein the virtual object is a virtual
gun shaped like a firearm and having a portion shaped like a trigger.

117. The electronic gaming unit of claim 116, additionally comprising a selection
switch operatively coupled to the trigger, wherein the controller is programmed to cause an
image of a flying bullet to be displayed on a portion of one of the images in response to the
user pulling the trigger while the virtual gun is pointed at the portion of the one image.

118. The electronic gaming unit of claim 116, wherein the display unit comprises a
touch sensitive video display screen and wherein the user input device comprises part of the
touch sensitive video display screen.